

Stef Janssens – CV

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Portfolio: invisible99.github.io

Work Experience

02/2019 – 12/2019 – Gameplay programmer at Black Shamrock (Ireland)

Started with working on QA and bug fixing for Paranoia: Happiness Is Mandatory, credited as programmer. After which I worked on an undisclosed AAA VR game in UE4. I joined work on Star Wars Jedi: Fallen Order, game made in UE4, where I helped on updating the UI and helped on some features, credited as programmer. After that project I was put on an undisclosed AAA game as a data engineer. Afterwards I worked on a few game servers project for a bit. I then was put on Destroy all Humans, game made in UE4, where I worked on completing 3 bosses.

01/2016 – 06/2016 – Internship at Firewolf Studio (Belgium)

I worked on a few different games while working at Firewolf Studio but my focus was on the EK 2016 Game where I worked on the backend and front end of the store.

2015 – 2016 – Volunteering at CoderDojo (Belgium)

CoderDojo organizes free coding workshops for kids aged 7 to 18 years.

Education

2016 – 2019 (expected graduation) – Digital Arts and Entertainment, Minor Game development, Kortrijk (Belgium)

09/2018 – 12/2018 – Erasmus study at Skövde University, Skövde (Sweden)

2013 – 2016 – Bachelor's degree in Application development, Hasselt (Belgium)

2011–2013 – Informatics, KTA2 Diest (Belgium)

Technical Skills

Strong programming knowledge:

- C++
- C#
- Java

Experience with:

- Python
- HTML
- CSS
- PHP
- Javascript
- SQL
- Lua

Software experience:

- Visual studio
- Unity
- Unreal Engine 4
- Photoshop
- Illustrator
- 3DS Max

Libraries:

- DirectX
- SDL
- Physx
- FMOD
- .NET

Language Skills

Mother tongue: Dutch

Fluent in English